Claims

[c1]   1.A virtual reality assembly comprising:

a display element projecting a virtual environment;

a plurality of way-point elements, each of said plurality of way-point elements defined by a way-point position within said virtual environment;

wherein a user can automatically move to one of said way-point positions by selecting a corresponding one of said plurality of way-point elements.

[c2]   2.A virtual reality assembly as described in claim 1, wherein each of said plurality of way-point elements is defined by a way-point orientation; and wherein said user automatically moves to one of said way-point orientations by selecting a corresponding one of said way-point elements.

[c3]   3.A virtual reality assembly as described in claim 1 wherein said plurality of way-point elements comprise way-point icons projected within said virtual environment.

[c4]   4.A virtual reality assembly as described in claim 1, wherein one of said plurality of way-point elements is selected utilizing a cursor.

[c5]   5.A virtual reality assembly as described in claim 1, wherein one of said plurality of way-point elements is selected by automatically identifying the closest of said plurality of way-point elements to a cursor.

[c6]   6.A virtual reality assembly as described in claim 1, wherein said plurality of way-point elements are sequenced such that said user moves through each of said plurality of way-point elements in a predetermined sequence.

[c7]   7.A virtual reality assembly as described in claim 1, wherein said display element further comprises a navigation band including navigational controls.

[c8]   8.A virtual reality assembly as described in claim 7, wherein said navigational controls comprise orientational controls and directional controls.

[c9]   9.A virtual reality assembly as described in claim 1, wherein said virtual environment comprises an industrial training environment.

[c10]   10. A virtual reality assembly comprising:

a display element projecting a virtual environment;

a plurality of way-point elements, each of said plurality of way-point elements defined by a way-point position within said virtual environment;

wherein a user navigates through said virtual environment through travel between said plurality of way-point elements, said user automatically moving to one of said way-point positions by selecting a corresponding one of said plurality of way-point elements.

[c11]   11. A virtual reality assembly as described in claim 10, wherein each of said plurality of way-point elements is defined by a way-point orientation;

and wherein said user automatically moves to one of said way-point orientations by selecting a corresponding one of said way-point elements.

[c12]   12. A virtual reality assembly as described in claim 10, wherein said plurality of way-point elements comprise way-point icons projected within said virtual environment.

[c13]   13. A virtual reality assembly as described in claim 10, wherein one of said plurality of way-point elements is selected utilizing a cursor.

[c14]   14. A virtual reality assembly as described in claim 10, wherein one of said plurality of way-point elements is selected by automatically identifying the closest of said plurality of way-point elements to a cursor.

[c15]   15. A virtual reality assembly as described in claim 10, wherein said plurality of way-point elements are sequenced such that said user moves through each of said plurality of way-point elements in a predetermined sequence.

[c16]   16. A virtual reality assembly as described in claim 10, wherein said virtual environment comprises an industrial training environment.

[c17]   17. A method of navigation through a virtual environment comprising:

selecting one of a plurality of way-point elements each defined by a way-point position within the virtual environment; and

transporting a user automatically to said way-point position.

[c18]   18. A method of navigation through a virtual environment as described in claim 17 further comprising:

transporting said user automatically to a way-point orientation, said way-point element further defined by said way-point orientation.

[c19]   19. A method of navigation through a virtual environment as described in claim 17 wherein said selecting one of a plurality of way-point elements comprises:

selecting one of a plurality of way-point elements utilizing a cursor.

[c20]   20. A method of navigation through a virtual environment as described in claim 17 further comprising:

moving said user through each of said plurality of way-point elements in a predetermined sequence.